Yam VeNahar Factories

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Devourer of Worlds

Every once and awhile, a group of protesters gathers around one of Yam VeNahar facilities, carrying signs and megaphones and cameras and scream as loud as they can. They complain about many things, too many for the company to care- they blame them for polluting the water, the air, the ground. They blame them for not managing their waste carefully, something which results with tons of toxic chemicals being washed to the rivers and destroying the local ecosystem. They blame them for carelessly abusing the natural resources, drying up the Dead Sea in order to harvest salts and cannibalizing the Negev in search for phosphates, creating sinkholes and other dangers as they do. They blame them for abusing their workers, grinding them to dust and giving them a lousy paycheck which barely helps them to survive the month. They blame them for blackmailing the government in order to get numerous tax discounts, giving them free hand to use the resources of their country as they please without needing to pay back.

Complains here, complains there, complains everywhere- but what about a thank you once and awhile?

Yes, Yam VeNahar ("Sea and River") Factories does some terrible things to the environment and the people who live in it- but look at the outcome! Once a small R&D chemical company working as a subdivision of the much greater Israel Corporation, Yam VeNahar has since grew into a small financial titan, creating all sorts of new products used by those who despise it so much. The vegetable you eat? They grew up using a fertilizer developed by Yam VeNahar. Its all nice and shiny thanks to insecticides made by Yam VeNahar, which allow you to produce more food to catch up with the hungry world population. You put salt in that salad? Yam VeNahar produced it. Have you heard about that new semiconductor which was developed? Yam VeNahar produced. New advancements at green energy? Yam VeNahar. The gasoline in your car? Yam VeNahar. The asphalt on which that car rides? Yam VeNahar. The perfume you used to your first date? Yam VeNahar. The colours for the cloths you wore for that date? Yam VeNahar. The reason your sofa didn't turned into a fiery death trap when you accidentally drop a candle over it during that date? Yam VeNahar.

You can't escape the company's reach. You are a part of the company- even if you don't know it yet. You are it costumer, worker and manager. You are just another natural resource to be exploited in any way it wish, be it as a worker- or as raw materials.

Here is what most people don't know about Yam VeNahar companies- something that if they knew, would undoubtedly make the protests against them loud enough to shatter the company apart. The main reason for Yam VeNahar's great advancements is thanks for human experiments. Well, not "human" by its strict definition- at least, as long as you don't consider things which treat humanity as food as "human", beings who may look like regular people on the outside- but it is just a mask covering the truth. Behind their fleshy incarnation, hides a powerful monster of legends- giants, dragons and krakens. Each of those beasts is an whole world by its own, realms which hold precious resources used to enhance the company's products through advanced application of chemical techniques (no, you can't ask why some of the synthesized molecules look like pentagrams. It's in your contract).

While those places hold great potential for the company as places where they could safely harvest previously unknown resources without needing to care about some environmental nonsense from green protesters, most monsters won't look kindly upon those who try to abuse their territories for personal gain. Unfortunately, those places seem to collapse if you kill their governing monster, meaning you can't just get rid of the dragon and take over its treasure. For that reason, Yam VeNahar has developed a special method meant to contain those monsters, using a mixture of powerful drugs extracted from other monsters in order to put both their fleshy incarnation and spirit monster asleep. Sometimes, they manage to fight against the drugs and wake up. Sometimes, you hear about a gas leak in one of their factories.

Yes, holding human-like beings in constant coma and reaping their very soul for resources may sound awful for the common men- but not everyone are so soft hearted. Some are willing to look the other way, as long as you pay them enough money to shut the hell up. The best and finest of those work in the laboratories, developing new applications and products meant

to use. Others are better as actual working power of the company- catching new resources for the conspiracy. Sure, the work is dangerous- but the paycheck worth it. Those people are the first to enter the monsters' dream worlds, search for new places and drug the soul of the monster directly, as the poison must effect both the beast's human incarnation and spiritual self.

Containing these beasts may be dangerous, but Yam VeNahar owe a lot to them in their help for their current success and prosperity. In fact, the very first breakthrough of the company was based thanks for those creatures. Their first test subject was a sea monster who took residents in the Dead Sea, invoking biblical nightmares upon those who stepped to its territory.

Today, the monster is still alive- its once tremendous sea was since dried up almost completely, its salts being mined for the company's use. Its almost useless now- and there are already some talking about putting it out of its misery and taking whats left from the serpent's corpse. The salts produced from those worlds are eventually used by the conspiracy, either finding their way into their more mundane products are are prepared for the use of their hunters during their missions.

Other than hunting for Nightmare beasts and raiding their Worlds, the company has showed great interest in other planes of existence as well- Caverns full of strange rivers, each containing a liquid with different, supernatural properties which could be refined and distilled as necessary. Certain plants grow in the briar which form all sort of chemicals which could be used for the food industry or as perfumes or hygiene products. The world of spirits is alive, burning with hunger and desire- and the minerals of that ephemeral realm could be used to intensify certain properties of chemicals with much less concentration. For that reason, Yam VeNahar has an ongoing research at operating inter-dimensional gateways and have even established few factories in those other-realms. The hunters who guard those facilities are known for their high replacement rate- some die, others go mad, and few suffer from fate which would make the jealous at the first. After all, the lords of the dead and the spirit gods of the Shadow don't look fondly on those human who dare to harvest their land in the name of mortal greed.

Still, the potential for profit is too big for Yam VeNahar to give up- and there are always new employees who are willing to endanger both their life and sanity if the potential for profit is big enough.

Although the company is no small player in the financial world, opening facilities not only on Israel but also at Europe, East Asia and even in the United States, other powers has already put their eye upon it, especially those coming from more occult backgrounds. The Cheiron Group itself jealously glare at Yam VeNahar's resources, and is willing to kill in order to discover their secret formulas and the technique made to bind the beasts to sleep. Thankfully for them, Yam VeNahar stays strong at its home base- the strong support it gains from the government together with local enemies of Cheiron and others, both mundane (like Teva) or supernatural (like Raziel and Ningishzida) mixed up with the general distrust of the public at foreign companies makes it so Cheiron has little foothold in Israel, allowing Yam VeNahar's efforts to bare fruit. Well, that and the fact that any time Cheiron has tried to raid one of the facilities on board, it ended up with a gas leak.

Yam VeNahar Factories are not the nicest company on the block- but there are worse, and they will pay you handsomely. The have hold over hundreds of otherworldly mines filled with supernatural resources waiting to be harvested, and they are always searching for new ones to explore. At Yam VeNahar, every day is an adventure- and while you get to play the hero and bind the dragon (not slay, there are still phosphates in its mountain!), the resources gained from it would be used to create new and improved products to make the world a more comfortable place to live in for all.

And in exchange for that, what few little sins like environmental pollution or putting some not-really-humans into coma actually mean for? And if you don't want money or adventure, there are other ways the company is willing to pay for you- love in a bottle, nightmare in a powder, death in a box, life in a vial. Every little wish you ever had, every selfish desire you ever dreamed of, is yours- as long as you keep bringing results.

And Yam VeNahar has its uses for those who don't.

The Insatiable Greed of Man

Unlike some of its more well known business rivals, Yam VeNahar Factories has little to no interest in their target's physical form. What they search for is resources, otherworldly materials which could be synthesized, refined or otherwise be used for some form of profit.

After all, Yam VeNahar's products are meant for mass productions, and unlike drugs and pharmaceuticals, require huge amounts of resources for a single dose of a product.Perhaps, by preforming a bit more research, Yam VeNahar could have found a way to produce perfumes out of

vampiric Blood- but that would also mean they'll have to squash thousands of vampires per year just to market the them thing, and means capturing each of those samples, sacrificing a number of agents in the process, and somehow hide the all infrastructure. And that without mentioning that there aren't that many vampires in the first place. And that without mentioning that it won't be long before those vampires would start fighting back. Too much of an hassle, if you'll ask the company's management.

This is why the company prefers to invest its efforts in other worlds- it is much more productive to drain waters from the Underworld or harvest certain plants from the Hedge, and produce much more raw materials to work with. Sure, protecting those factories does require some help- but in the end, the management believes that it would give much more profit than the other strategy. Beasts are a special case by the fact that each of them is a world by itself, and that by harvesting those inner worlds they gain much more resources than ripping the monster's own body apart. Even in the case of their favored prey, Yam VeNahar are much more interested in the soul than the body. From their point of view, the Begotten's physical form is no more than a byproduct, and by the time the end with it they'll throw away the empty shell like the junk it is (once, they tried to sell those "leftovers" to Cheiron in an attempt to relieve a bit of the pressure the other company puts on them- yet for some reason, after Yam VeNahar finish with their target, the body becomes useless for Cherion's uses, no better than any regular corpse).

Still, there are exceptions.

While Yam VeNahar may have not existed for so long, in their hunt they have stumbled upon a certain variety of beasts they simply call as "Torfanim", or "Devours". Those strange beings seem to be a certain sub-specie of the Beasts they hunt, or perhaps some distant relative of them, sharing a common ancestor, not that they care about the biology. Unlike the Beasts the River and Sea normally hunt, the Torfanim seem to lack a world-body of their own- instead, they have a more parasitic lifestyle, taking over the Lairs of other monsters and making them as their own. On some rare instances, a Torfan was recorded creating a temporary world body, but such places never last for long, and crumble too quickly for the company to establish a factory in there. Plus, the Torfanim seem to have a corruptible effect over those surrounding them, striking them with an unreasonable fear or driving whole communities to madness. In an addition, unlike their cousins, the Torfanim are a cannibalistic breed, always killing their victim through horrifying chase and physically devouring them. All in all, those monsters seem to be much more of a hassle to hunt than even regular beasts, something that by any right should make them much less preferred target for their hunt, if any.

However, something being a "hassle" in not enough reason for someone as greedy as Yam VeNahar to no do something. All they care about is investment against profit, about lose and gain. Hunting after a Torfan requires a high level of investment from the company's side, chasing down those dangerous creatures, developing all kinds of methods to protect their agents against them and cover for every event which gets out of control. The amount of resources required to preform even a single hunt could be, without doubt, unimaginably high.

But what a profit could come from it!

Torfanim seem to be much more rich in resources than regular beasts- it is weaved into their very fabric of existence, pulsing with power, just waiting to be harvested. A single Torfan could be harvested much more quickly than a Beast, increasing the amount of resources the company gains in a blink of an eye. For that reason, a large sum of money was invested by Yam VeNahar to research those beings and create the best tools for hunting them down. Such assignments are extremely dangerous for the company's hunters, but the bonus given for such an hunt is high enough to lure the more experienced and ambitious members of the conspiracy. Some cells are specialized at hunting Torfanim, investing all of their efforts at tracking down those elusive creatures- and almost all who survive their first hunts have developed a common strategy.

There are two common forms in which a hunter could find a Torfan- either by itself, or by possessing a Beast's Lair. At any form, Yam VeNahar's hunters make sure to take a nice dose of Stabilizing Agent (Pg.) beforehand, to make sure to survive the more traumatizing effects of the Torfan's appearance. The use of Sweet Scent (Pg.) helps to lure the monster out of its hideout, and is considered to be an important tool for the see of Torfanim hunt. In case the Torfan is hidden in its own temporary Lair, however, there is another method to be used to make it "come out" from its hideout- and that is to shatter the whole thing down. The act is similar to opening a gate to a Beast's Lair, only that the mechanism just put a bit more power into it, just enough to make the whole thing to crumble and force the monster out. Use the same mechanics for Opening a Gate to do so, only that instead of opening a portal to some inner world, the Torfan is forced to the real

world, usually to its Den.

In case the Torfan was possessing a Beast, the act is much easier- all they have to do is open a gate to its Lair in invade it just they usually do. In fact, as the Beast's Lair is already invaded and weakened, the act of opening the gate is much easier, penalizing another -1 to the roll. The roll is done by the traits of the Beast in question, not the Torfan's. Once invading, the hunters would use the Sleep Agent upon the Torfan's Horror- and thanks for the fact the Torfan usually already has lower Lair than the regular Beast, they are also ironically much more vulnerable to the Salt. The Horrors of the hosts themselves are usually found asleep during the said possession, allowing the hunters to catch two birds with one stone. Sometimes, however, the Beasts awakens too fast for the hunters to react- and so they just drag the paralyzed monster out of the Lair and run away, preferring to fight one battle at a time. Torfanim under the effect of the Sleep Agent may try to rise their Lair, but the very act requires a roll identical to resisting the effects of the drug, with the very act itself costing a Willpower Dot. Dramatic Failure ends up losing even another Dot from the act, while Exceptional Success reduce the negative modifier for resisting Sleep Agent by one.

If the Torfan is found in the physical world, however, the job of Yam VeNahar's agents become much more... easy. Lacking a Lair of their own, their physical and spiritual self are mixed together- and that means the hunter doesn't need to attack some monster form of the target, but wait for it to be vulnerable and shoot it down with as much Sleep Agent as possible. Even if the monster manages to transform to its horrible form, the damage was already done- and it won't take much to put the Torfan to sleep, and easily transport it to one of the laboratories for the harvest.

The way the Torfan in question will be harvested depends on the form it came with. In case it came together with a Beast's Lair, the act is identical for mining a Beast soul-world. The interesting feature is that when harvesting a Lair which was subverted by a Torfan, the amount of resources gained from it is doubled. In an addition, when starting to harvest an infected world, the one to be harvested first is always the Torfan, as the very Lair rejects it. In case it came with a physical body, however, no factory is needed to harvest the monster- the act can be preformed directly from the body, as pieces of the Torfan are taken apart from its body while it is still alive. At any case, harvesting a Lair of a Torfan is much quicker than most beasts, giving a extra Minging Rights for each "dot" Mined.

While the advantages for harvesting a Torfan are interesting, if it ended up with that Yam VeNahar would have not taken all of the trouble- most Torfanim are slightly less powerful, meaning they would run out of resources quit quickly. Yet, this is the greatest difference between them and the common Beasts as far the company is concerned. The Nightmares are their Lair- it is their body and soul. The Torfanim, however, have much more in them- their body, their essence, their very lifeblood could all be drained to feed the company's ever hungry greed. Once a Torfan lost all of its Potency out of harvesting, it is still not dead yet- the company can still drive deep, keep harvesting the monster. The first thing that goes down is their Will[power.

Each time the harvest is performed, a shadow of the Torfan's nature radiates to the world, as if it tries to make a Lair- only to be drained by the company's machinery. After finishing with that, the Torfan lose almost any image of its original form- but it is not over, not yet. It is still alive, and as such still has something for the conspiracy to get. The company drives deep, and start draining the very life of the creature- every day, the Torfan suffers from one level of Lethal damage, which can not be healed as long as it is harvested.

When they finally finish with the monster, not even bones are left behind- only a bit of a dust a stains of blood.

The way that Yam VeNahar's technology works on the Torfanim makes those who know about wonder- it almost looks like as if they are too prepared to hunt those monsters, too well equipped to rip those beings apart. Even more strange is the way the Torfanim react to the company's facilities- after all, with so many sleeping monsters, one could think that the Torfanim would storm their factories and take over the paralyzes Beasts. However, it seems to be quit the other way around- driven by instinct, Torfanim would do their best to stay away from Beasts which have factories built in them. Those who speak about it say that they feel as if some other predator has already marked them as its own, or that they feel as if there is some hidden threat in the Lair. Those who try usually don't live long enough to regret their mistake- as the Sleep Agent flows into their body, and the factories start devouring their soul. An even more strange phenomena is the way the Sleep Agent effects those creatures- it doesn't puts them to sleep, not really. It simply paralyze them, neck down. They can still talk, they can still see, they can still feel and most of all- they can still scream. Usually, they use that to swear and curse their capturers, promising them gruesome deaths and other such terrors. However, that is all they can do- once hit by the drug, their terrible aura falls down, and

their Schism wears off as if they died. They keep screaming as they are put into their facilities, and still curse as the scientists harvest their body day after day.
Somewhere near the end of the process, they are nothing more than a mound of mumbling mess, crying in almost a human way. Near the end, they start whispering "Please, don't eat me" or "I'm so hungry.. so so hungry...". The most terrible is the ending, as the monsters fall down to hallucinations. Their protests take almost a religious atmosphere, as they yell with their last breaths "It's coming! It's coming!", "I see its maw! please, please don't throw me there!", "It is eating me! help! help!", "the end is coming, nothing can't state its hunger, we are all doomed". The most cryptic of all was screamed with a prophetic style, speaking about the Sea which would eat the sun, sky and earth and cover the world in its depths, including references taken from the Canaanite Cycle of Baal. The scientists make sure to record each of their last screams, as it seems the management has some interest in investigating the monster's psych in their last moments.
Nobody knows why, and nobody cares- but all agree about one thing. That whatever their reason, such an investment would, undoubtedly, lead to much greater profit.
There is no end for the depths of human greed, after all..

RIVER AND SEA

Devouring a World- from the Beast's Perspective

Hunters, while a valuable part of Yam VeNahar's research, don't really know much about the mechanism around the binding and harvesting of their targets' world-hearts. As far as they are concerned, the only thing they need to know is that once they put a Beast to sleep, they drag it to one of the company's offices were it is kept in a stable state. Then, the company open a gate to its inner world using high tech equipment, build a factory in there and start mining the place for resources. Sometimes everything goes smoothly and the beasts stays in coma. Sometimes, it wakes up, and then everyone hear in the news a story about a gas leak. They are not the ones to open gates to those other worlds, and they are not the ones to harvest their Lairs. Their only job is finding new places to mine, and guarding existing facilities both in and outside the Beast's Lair.
But what if you are playing a Beast?
Well, in that case, it is better for you to know how to deal with those humans who dare to raid your Lair- you very soul- for raw materials and drain you to death.
When a scientist at Yam VeNahar tries to open a gate to a Beast's Lair, the Begotten in question immediately feels as if she was stabbed in her heart- there is not immediate damage, but the pain is quit real. One beast as described it as "someone drilling into his soul to check for oil".In order to block such attempt, roll for Lair+Composure. In case of Success, the beast is safe- the gate was not open and her Lair is protected. She knows that she was attacked, but she can't say how or why. In case of an Exceptional Success, she is able to see through the crack the company has used to try and open a gate- she knows the general direction from which attack came, the faces of the ones in the room and any other information the ST sees as relevant. In case of Failure, the gate is opened- and in case of Dramatic Failure, not only it was, but the shock was enough to disrupt the Beast's very fabric of existence. For the rest of the Scene, she would suffer from -2 to all rolls both in and outside of her Lair. In case the Beast has the Gorged Condition, she suffers -1 for the rolls. In case she has Slumbering, it turns into -2. Starving gives +1 modifier and Ravenous gains +2. If a Slumbering Beast is effected by the Sleep Agent, she immediately falls to sleep also in the material world.
Once effected by the Sleeping Agent, the Beast is trapped- unlike the regular Condition, she may not resolve the Condition in any of the regular ways, even when her life are in stake. The effect usually leaves naturally after one hour- but as long as new Sleeping Agent is injected to her human body, that duration is postponed. Once in the company's laboratories, the harvesting may begin- which means the company starts building a factory in her. That takes around a week to accomplish, as the company use drugs to effects the mind and soul of the beast for their own benefit. After that, the Beast immediately lose one dot of Lair, which is then used to produce Sea Salts and other products of the company. As far as anyone is concerned, one dot of the Beast's Lair worth a 5 dot Resources benefit. Harvesting the next dot of Lair requires [11 - Lair] months- which means the stronger the Beast is, the richer is her Lair with resources. Every time the Beast lose another Lair dot, however, she may try to resist the interlopers- roll for Lair. In case of Success, the Slumbering Condition is removed. In case of Exceptional Success, the Beast is also immune for further abuses of her soul for the rest of the Scene, and may not be effected by the Sleeping Agent. Dramatic Failure means she lose her ability to resist the next harvesting point.
Once the Horror awakes, the first thing it would do is to target those who caused it so much pain and destroy the factory. The company, on the other

Sidebar Cont

hand, would send its hunters to together with Sleeping Agent in order to put the monster back to sleep. In case it won't be possible, the factory may be self destructed- something which takes around 10 minutes. If the Beast doesn't manage to destroy the factory on time, she suffers from one level of Aggravated damage when it explodes in her own soul. In case the factory was destroyed, the gate is also lost- and those who are inside of the Beast's Lair are trapped unless the company would open a new one (something which almost never happens), leaving them to the Horror's mercies.
A Beast which had its Lair rating being reduced to 0 automatically dies.
While Slumbering, the Beast may not rise her Lair or expand her Satiety.

Hunters

You where a Conspiracy Nut that did some of your own testing on Various consumer products to find out if the Corpos put anything strange in them, it was then when you where testing out some Beauty Cream, you found that the DNA of the Fats used in that had the closest match to a South American bear, the Fragrance was an undiscovered artificial sweetener, and the Label it's self ink and paper burned weirdly.
You where also not Subtle with your research, which lead a security force to your door, forcing you to sign a contract. Now you put your Chemical knowledge towards Refinement of both Consumer products and Mythical Salts, with you being lead on testing teams.

Your Brother was a Hunter of Nightmares, and that left in you Poverty. However, you also have no love towards the Nightmares, so you shopped around looking for an Employer that would allow you to crush the Nightmares. Luckily, The River and Sea would rather you Grind them down to Dust, so you do so. Slowly.

For what you think was two years stuck in a Dark woods full of monsters and strange fruits, until a team of explorers pulled you out.
Grateful for your rescue, you decided to work for them, becoming a guide to the Darkwoods, showing them Fruits and monsters to hunt that can help your employer out.

Factions

Thought all of Yam VeNahar exist to turn a profit, how to do so and what do they have to achieve this goal is where lines start to form. Due to the many Branches, Investments, and start ups connected to Yam VeNahar, many inter company Groups of have formed, sometimes peacefully coexisting, sometimes threatening each other, sometimes having open shadow wars.

Stereotyped as the Muscles, **The Door to Doors** are those that go out to strike and capture assets to be mined, or to be the strike for when a new Dimension is discovered. They however are pretty darn smart when it comes to down to it, as you need quite a bit of Cunning to survive. Thusly, they usally trian new members in the weaknesses of monsters.
[Members gain a Specialty in Occult, Banes]

Someone Folk prefer more subtle tactics, with the **Marketers** acting more as Cutthroat Diplomats, Negotiators, and Salesmen.
How go out and force a monster out of it when you can flatter them, Drug them while they think you are bringing you lunch, or making Cut throat contracts with the Local beings of a Dimension to give you exactly what you need, enforced by fear, sold with a smile. It makes sense why so many in this Faction used to be con-men.
[Members gain a Specialty in Subterfuge, Trust]

but you still need place to store stuff, or a place to lure targets, which is what the **ROI** do, Build Elaborate traps, Prisons and Shelters for Keeping monsters, collecting Resources in far off realms, or finding ways to store the Temporally unstable materials.

Though they are specialized in construction, they have still have competition with more Mundane Contractors, but if there needs to be something made to keep a horrible beast in, they are the experts.

[Members gain a Specialty in Crafts, Traps]

Status

•: You are a new employ of the company, ready to go out to strange realms or capture new raw materials for it. You gain safe place 1 to store your Captures/Interdimensional Rifts.

•••: You have proved yourself as useful for the company's service, and it decides to invest in you. You get 2 dots in Resources for free.

•••••: You are an important asset for the company's service, and they prefer to see you dead than gone. Thanks to a special serum, you can enhance your natural capabilities. You get one free Attribute dot, which may exceed the regular 5 dot limit.

Endowment: The Facotory

Everything around you is chemistry. Every breath you take is chemistry. Every sip of water is chemistry. Every thought that goes through your head is chemistry. Poets spent countless amount of ink on describing things like love and hope, sadness and fear, covering them with mystifying aura and complicated words- but, in the end, those things are nothing more than a number of molecules, which interact with each other through a mechanism which may be complicated to understand- but once it does, could be easily manipulated by capable minds to bring out the desired outcomes. And once you do, the whole world is in your palm- minds could be bent, hearts could be broken, souls could be re-engineered to the desired form. Chemistry is the language of the universe- and those who can talk it are nothing less than gods.

Still, gaining the necessary amount of understanding required to gain such capability requires years of research, access to advanced equipment and constant supply of the right reagents. The hunters employed by Yam VeNahar lack the resources needed to grant their wishes- but while Yam VeNahar is a ruthless organization, it does know how to reward those who benefit it. Usually, it means sharing them a certain amount of the conspiracy profits, either in the form of money or tools for the hunt. Sometimes, however, the hunters require a more... esoteric payment. Love. Fear. Power. Yam VeNahar is more than happy to grant such payments for those hunters who prove themselves- whether it is for the benefit of the Vigil, or for pure personal gain.

And that payments comes in the form of Mining Rights.

Mining Rights represent the access the hunter gains to the company's supernatural resources, brought in though the use of monsters.

It is not a merit, it's a repenstion of what can be extracted form a monster's Superntural Lair, a pocket Dimosion, or

Sterotpyes

Cheiron Group: *"Oh, we found one of their agents in our laboratory, trying to steal some notes and a test subject or two. He put up quit a fight- but eventually, he accidentally fell into a gate. Last time I've saw him, he was face to face with a dragon."*

Network 0: *"Come on- those guys don't have anything better to do other than making angry posts about us in the internet? Yeah yeah, the world is a bad place and is filled with monsters. Get over it."*

Lucifuge: *"You know, you keep rapping about demons and Satan and how we are all doomed for Hell for our crimes. Instead of wasting my time, what about you'll tell me where that "Hell" actually is? All of that brimstone must be worth something, right?"*

Merrick Institute: *"I've heard that once of our facilities at the US was broken into by a bunch of kids, who got it mixed up with some other shady company or something. They saw all of our sleeping dragons and, out of thought we were 'abusing humans' decided to set them free. You thought they thanked them for it? No, of course not. Poor kids. We had to end it with a gas leak."*

stranger.

Form the Monsters

Usally the Facotry will allow a small selection of the supernatural chemicals form the location they mine.

The pool for deteriminging the chemcials is the location's Potency+Willpower, which will now be refered to as the location pool.
If Neither are applicable then the Storyteller can determinethe rating of a location pool.

Everytime a PC requests a chemcial, it must aling with what they've cleared or brought in. Getting Drowner form a desert realm is not really possible, nor would getting Fire Starter form a Tundra.

Then the Player Rolls The Location .
Dramatic Failure:The Player does not get the Product, and the Location pool lowers by 2.
Failure:The Location pool goes down by 1 and the item has no additonal dice to benfit the hunters.
Success:Any success are added together to repersents the items pool of additional dice to be rolled when the product is activated.
Exceptional Success: The location pool does not go down, and any additonal success are their own reward.

Form the Factories

The Factories are not foolish, they know that giving Hunters a small supply of their stock is required, so they give them a Requstion, repersenting the companies allowance for what they give the hunters.

This is repersneted by a 1-5 Merit, where each dot repersents a Word, such as Hot, cold, Happy, Depressing, ETC, which allows them to gain a Product that falls under the theme of the word.
This "Merit" may be purchased multiplue times, but only when a Current Requstion is full.

Sleep Agent

One of the most important products Yam VeNahar produce for the benefit of the Vigil, it is thanks for it that it can freely harvest the souls of beasts and other realms for its benefit.
This Compound is usally found in 2 forms, a Traque Bullet, or a Capsiule.
The Bullet is just a Form of the Agent used to shoot at targets and quickly break down in their blood stream.
The Capisle form is crused either in front of a gate way or a Cursed location, where it either opens a portal to another world or calms down the land enough for it to be easily harvestable.
Theme:N/A
Dicepool:For Bullet, DEX+FIREARM(More will be said below), Capsule, INT+OCCULT
Duration:See Below
Action: Instant
Rather than Successes adding to the Dice pool, success determine how many Bullets/Capsules is given to them, with the Minium amount being their requestion rating.

Sleep Agent bullets do Bashing damage instead of lethal, and when a Beast is hit, they must roll a contested Resolve+Potency vs Intellgece + Ocult, less they fall asleep, with their body turning into a portal gate. The beast may wake up if the players are too agressive to either their body or in their realm, It might cause a sitrring roll, which is another Contested roll.

The capsules are instead used to open pre-existing gates to other realms. Form Loci into the shadow, Hedge Gates, Inferno Opening, and whatelse, crushing one capsule at the entrace of a realm will open it for a scence.

The Capsules can also crushed to suppess a tilt given by a Nest, Tainted place, or Seitent place, though in the case of the last one, it can roll to resist, with a contested Reistiance+Rank VS Intellegence + Occult .

If the bullets are used against a normal person or a normal person eats a capsule, they immdently fall asleep. When they wake up, usally after 8 hours, they loose 1 point of willpower and Remeber having a Nightmare where they where taken to a hellish Facotry scape.

Liquid Horror

Actually a series of unrelated products, each Liquid Horror takes the form of black and oily liquid. The use of Liquid Horror requires delicate hands and careful planning, as it merely needs to touch one's skin in order to activate. A number of agents lost their life- or mind- after a careless use of that product.

Dispite it's name, it does not cause the effect of fear(at leasst usally) it instead changes Reality around the affected, causing it to follow Dream logic. Or Rather, Nightmare logic.

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Theme:Fear, Tension, Dreams
Dicepool:N/A
Duration:1 scence
Action: Instant

When first mining this Product, the player annouce what Envormental tilt will effect those that are under it's effects.

Once Contact with the skin(or Equilivent) the effected must roll their Stamina(or Equilvent)+Potency-success form location pool or become effected by a envormental tilt.
This Tilt will not effect anyone else.

Creature nomrally Immune to fear gain a +3 Dice bonus to the intional roll.

Essentia Crystals

Those tiny, beautiful items gleam with metallic light. Unlike most of the company's products, the development of those Salts doesn't come from the Yam VeNahar's main research field, but from on of its side projects, widely known as the "Manganon project". Whatever its source, those who try those Salts usually complain about their coppery taste and painful after effects- but sometimes, they are just the edge an hunter needs in order to defeat the enemy.

Theme:Power, Reistance , Finsense
Dicepool:Successes form mining or Requistion Rating, whatever highter
Duration:1 scence
Action:Free action

When first mining the Crystal, Denot if it's a Power, Resitance, or Finsense Cyrstal.
After taking the Cystal, the player rolls their dice pool and uses any success to boost any Attuibue in that catagory. For example, a User with a power Cystal that has 3 success, could put 1 success towards their Strength, and 2 to thier intellgence.

However, once the scence ends, the player has any stats they used the power cystal on fall down to 1. Subsquste uses of the power cystal can alitave this but the only way for the withdrawl effects to end is to rest for a week.

Restful Night

Yam VeNahar claim Restful Night to be a proof for the care it has for its workers, saving them from the deadly wounds which the regularly suffer through their work.

Some of the hunters, however, have different views about the subject- that the company simply want to avoid sending its workers to the hospital were too many questions may be asked, and that it reduce the amount of resources required on hiring new hunters constantly. After all, if the company truly cared about its hunters, it would have done something with the nightmares, right?

Restful Night is an healing ointment, white in colour and carrying a rich smell which is somewhere between cedar trees and rotten corpse. Its orignal production run comes from a distant factory standing near one of the Underworld's many rivers, dedicated to finding the secret of immortality and resurrection. While that is a distant dream for now, its by products are already being at used among the hunters.

Theme:Healing, Ageless, Stagnation
Dicepool:Intellgence+Medcine+Success or Requstion, whatever higher
Duration:-
Action: Instant

Any success on the roll can be spent to heal 2 bashing damage, 1 lethal damage, or 2 success to remove 1 agg.
However anyone healed this way wont gain any willpower form sleep, sufffering nightmares related to death.

Crimson Scent

Nobody knows where is the first to factory to produce Crimson Scent.
No one ever met an hunter who guarded it, or a scientist who once worked there. All they know that one day, someone they knew was transported to "that" facility, and that they are never seen again, and that the factory seem to be focused around make up, perfumes and hygiene products. Some even claim that the facility doesn't actually exist, and that it is a cover up for some dangerous side projected worked by Yam VeNahar- but no one can argue that whatever it is, it produce some of the most alluring products mankind has ever seen.

Theme:Blood, Connection, Love
Dicepool:See below
Duration:1 scence
Action: Instant

Crimson Scent takes the form of a red liquid in a perfume bottle, and it has a sweet, rose like smell. Once sprayed, the hunter gain a dice pool equal to success form mining, or

their requstion rating, which ever is higher. These dice may be used to increase social pools.

Any Supernatural Monster that smells the scent(even thoses with no smell), must roll their Compusore+Potency Potency, suffering form the charmed condition.

Black Soil

Yam VeNahar knows where the money truly lies- at food. After all, among all the things a person may be willing to give up upon, food is the last of them. The world is hungry, always requiring more and more food to feed them all, and Yam VeNahar is happy to share its part in solving that problem... as long as they are getting paid. For this reason, the company constantly research fertilizers, making it one of the bet companies on the market- although sometimes, the fertilizers they make a little too good for industrial usage. Black Soil is one such example.

Theme:Nature, Growth, Plants
Dicepool:-
Duration:1 scence
Action: Instant

True to its name, that Salt takes the form of black, wet dirt. In order to activate it, the hunter must thrown it on the ground. The black soil does 2 effects.

-The plant over grows with food, double either Mining success or Requstion rating in pounds of food. While tpycially not very useful in combat, some hunters use this to either get thye bane of certian monsters, or to quickly get their hands on rare fruit to sell on the market.

-The Plants grow over a large area, a 1 Meter(about a Yard) per success or rating radius , and anyone in those plants must succed a roll of STR+Potency or take the Immbolized tilt.

Fire Starter

Flame Inhibitors take a descent amount of Yam VeNahar's work, as they are the best product to be produced from the bromine they harvest from the sea. However, while they researched for ways to enhance their products using dust from a dragon's lair, they found an interesting discovery- one which ended up with the whole laboratory getting blown up.

Theme:Fire, Dragons, Desctrction
Dicepool:-
Duration:-
Action: Instant

Fire Starter takes the form of small, red crystals which are kept at constant vacuum. Once exposed to air, the salt starts an exothermic reaction on an exponential rate, creating an enormous fire ball which erupts and consumes everything in the range

Treat this like a white Phousure Grenade but a platyer may spread success form mining, or Reqaution rating, which ever is higher between Damage, Blast Area, and Force.

Drowner

The first product to be synthesized by Yam VeNahar's supernatural research, the Drowner takes the form of bone-white crystal taking serpentine shapes. That is the pride of the company, a symbol for its victory over the beasts of legends and their ability to claim their lairs for their own uses. In order to use the Drowner, the hunter must to melt it in a bit of water- hence why its must be constantly kept dry, wrapped in oily fabrics which makes sure it won't absorb water from the air.

Theme: Salt, Depths, Pressure
Dicepool:-
Duration:Mining Success or Requstion rating,which ever is higher, in Minutes or Combat Turns
Action: Instant

When it disolve, the solution takes a dark hue, producing a strong, salty scent. Anyone who breath the fumes must roll for Stamina+Potency-Mining success or Requstion rating. On a Failure, the inhaler is immoblized and begens taking Lethal damage each minute or Turn, which ever is more apporapate/ more Dramtic

Stability Rock

Discovered from the mountain of a giant, those small, grey stones grant those who consume them a bit of its sense of superiority. Where the giants force the feeling of powerlessness upon those who stumble to their Lairs, Yam VeNahar has managed to harvest that essence to strength the minds of their hunters against that fear. That grants them a certain level of immunity against the primordial dread which certain supernatural beings project- be it the horrifying aura of the Torfanim, the moon-madness of werewolves who protect their holy sights or the soothing silence which covers the spells of witches.

Theme:Defiance, Giants, Peaks
Dicepool:-
Duration:-

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Action: Instant

By taking stability rock,The hunter gets a Dice pools that they can spend to add to Rolls to reist mental effects equal to mining Successes or Requstion rating, which ever is higher.

Venus Syrup

Usually, hunting a certain target requires chasing down the monster into a dark corner, finding out where it rests or any other active act of the hunt. However, some monsters are very hard to find- or are very dangerous to stumble upon while you are not ready. For that reason, Yam VeNahar has produced a special kind of oil, first discovered form certain plants which are farmed in the greenhouse in the Hedge. Those flowers produce a strong, sweet scent, somewhere between cotton candy and rotten flesh, which they use to draw small faerie like beings- before trapping them in their flowers and slowly digest them. While the hunters of Yam VeNahar has little interest at hunting those beings, the pheromones they produce could be modified in order to draw other supernatural beings- and draw them to their death, just as the plant does.

Theme:Flowers, Sweetness, Hidden danger
Dicepool:-
Duration:Mining success or Requstion rating, which everi s higher, days.
Action: Instant

When a hunter first mines or request the Syrup, they may speficy a tpye of superntatural. It has to spefic, Undead, Giant, or Spider wont work, but Stone Giant, Vampire, or Spider Queen will. This can get even more Spefic if the players want, targeting clans, Brood, or stranger groups if the player charater knows about them.

The Area they effect is equal to Mining Success or Requestion Rating, which ever is higher.

Any monster that catches of wiff of the scent, that also matches the paramentors set up by the hunters of that scent, it must roll Resolve+Potency. On a Failure, they go investage the scent, even if it might be a bade idea, while on a success they are able to inorge the scent...for now.

Exceptioal success makes them immune for the rest of the duration of the syrurp.